

ABSTRACT

A system is disclosed that can find an image of a foreground object in a still image or video image. Finding the image of the foreground object can be used to reduce errors and reduce the time needed when creating morphs of an image. One
5 implementation uses the detection of the image of the foreground object to create virtual camera movement, which is the illusion that a camera is moving around a scene that is frozen in time.

FOET 50" 06562660